



TECIMO™

THIS GAME IS  
LICENSED BY MATTEL INC.  
FOR PLAY ON THE



ENTERICARTRIDGE™  
SYSTEM™

GameMaster™

# TECIMO™ SOLOMON'S KEY



INSTRUCTIONS

Thank you for selecting the fun-filled "SOLOMON'S KEY" game pak by TECMO, INC.

### SAFETY PRECAUTIONS

Please take care to read the important instructions to this booklet. Obeying the care & use instructions and complying with warnings will be your personal guarantee to prevent any untoward use & long period of time.

- 1) Avoid exposing this high precision game pak to extreme temperature variations and temperature shock. Furthermore, never attempt to disassemble your game pak.
- 2) Do your best to protect personal connections, and keep them by inserting game pak in protective storage case.
- 3) Use of magnets, solenoids, erasers, needles and other piercing objects can damage the game pak.
- 4) For best results, use the game & always away from your television set.
- 5) Avoid for 12-18 months after 2 hours of most of continuous game playing that will exceed the performance of your game pak.
- 7) Please note that this game has been programmed to take advantage of the full screen. Some older models have rounded corners and may block out a portion of the image.

THIS GAME IS  
LICENSED BY NINTENDO  
FOR PLAY ON THE  
**TECMO**  
ENTERTAINMENT  
SYSTEM.

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## 1. PROLOGUE

Long, long ago the world was in a state of chaos, where demons caused evil & tormented all. That changed when Solomon, a great king & magician, invented a magical formula which he wrote inside a secret book called "Solomon's Key". The book created and sealed away all evil demons into a constellation sign which was hidden. "Solomon's Key" restored light and peace to the world. Upon hearing this legend, a secret monk searched for a long period of time to find "Solomon's Key". After locating the constellation sign, he discovered the "Key". Once in his grasp many dreadful demons were freed from the magical power of the book. The world was brought back to chaos and darkness. Everything on earth was now under control by the demons just like the pre-creation days. King Yuta from the fairyland called "Lyra", entered the wizard, Dora to restore order back to the world. Dora accepted this mission and stepped into the forbidden land of the "Constellation Sign".

### 3. HOW TO OPERATE THE CONTROLLER

• NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

• THIS GAME IS ONLY A(1) PLAYER GAME

Control panel (see the picture)



• SELECT BUTTON

See page 1.

• START BUTTON

Pressing the START button will start the game. Pressing the START button during the game will stop the game. Pressing the START button during the game will stop the game. Pressing the START button during the game will stop the game.

### OPERATION FOR GAME

• C BUTTON



When you press the C button, the game will stop. Pressing the C button during the game will stop the game.

- 1. Press the C button during the game. (See page 1.)
- 2. Press the C button during the game. (See page 1.)

### C BUTTON



## 5) BUTTON (LINES FOR STONE)

The button permits the appearance and the disappearance of the button (color of stone). Whereas the white stone cannot be moved and no stone is allowed to appear at the point of depression.



1. Press the button in the top-right cell. The button will disappear and the stone will appear in the top-right cell.



2. Press the button in the top-left cell. The button will disappear and the stone will appear in the top-left cell.



3. Press the button in the bottom-left cell. The button will disappear and the stone will appear in the bottom-left cell.



4. Press the button in the bottom-right cell. The button will disappear and the stone will appear in the bottom-right cell.



5. Press the button in the center. The button will disappear and the stone will appear in the center.

## 6) BUTTON (FIRE BALL MAGIC)

Pressing the button causes a fiery ball to be thrown. The enemy will be covered with flames and die.



1. A fiery ball is thrown from the top-right cell. The enemy will be covered with flames and die.



2. A fiery ball is thrown from the top-left cell. The enemy will be covered with flames and die.

3. The fiery ball is thrown from the bottom-left cell. The enemy will be covered with flames and die.



## 3. HOW TO PLAY THE GAME

### • CLEARING METHOD



The construction map consists of 25 rooms which communicate with each other through doors. Obtaining a key allows a door to be opened. And going into a room with an opened door, Clara can go to the next room. In some rooms, the key is hidden in a chest.



### • LIFE AND BONUS

You may think that all you have to do is to simply obtain Giovanni's Key and go to play the next round! But there's no time to remain idle. You can see a character called "LIFE" on the upper part of the display screen. The "LIFE" always refers to the remaining time of Clara. The construction map is full of magical powers which shorten Clara's life. Clara must succeed in order to free the factory which will give you extra life and bonus!



## 4. MAGIC ITEMS

There are 12 kinds of items. You can use each kind of item from the beginning of the game. Some kinds of items are hidden in the beginning of the game, and some are hidden in the middle of the game. The items are listed in the table below.



**1. Fireball**  
A round-bottom flask with a stopper and a small circle on its front.



**2. Sword**  
A pair of crossed swords.



**3. Orb**  
A hand holding a glowing orb.



**4. Bottle**  
A simple glass bottle.



**5. Fire**  
A round-bottom flask with a flame inside.



**6. Beaker**  
Two beakers, one containing a dark liquid and the other a lighter liquid.



**7. Bottle**  
Two different shaped bottles.



**8. Wand**  
A small, dark, pointed object.



...



**9. Fireball**  
A round-bottom flask with a stopper and a small circle on its front.

# SCIENCE

## 3 ULTRA-TECHNOLOGIES

There are a great number of technical and scientific advances in the world today. It is hard to keep up with them all. Here are some of the most important ones that will change the way we live in the future.



**Artificial Intelligence**  
 AI is the simulation of human intelligence in machines that are programmed to think like humans and solve problems.



**Quantum Computing**  
 Quantum computers use quantum bits (qubits) instead of classical bits. They can perform calculations much faster than classical computers.



**Autonomous Vehicles**  
 Self-driving cars use sensors and AI to navigate roads without human input. They have the potential to reduce traffic accidents.

**Space Exploration**  
 Advances in rocket technology and space habitats are making it possible to explore Mars and other planets.



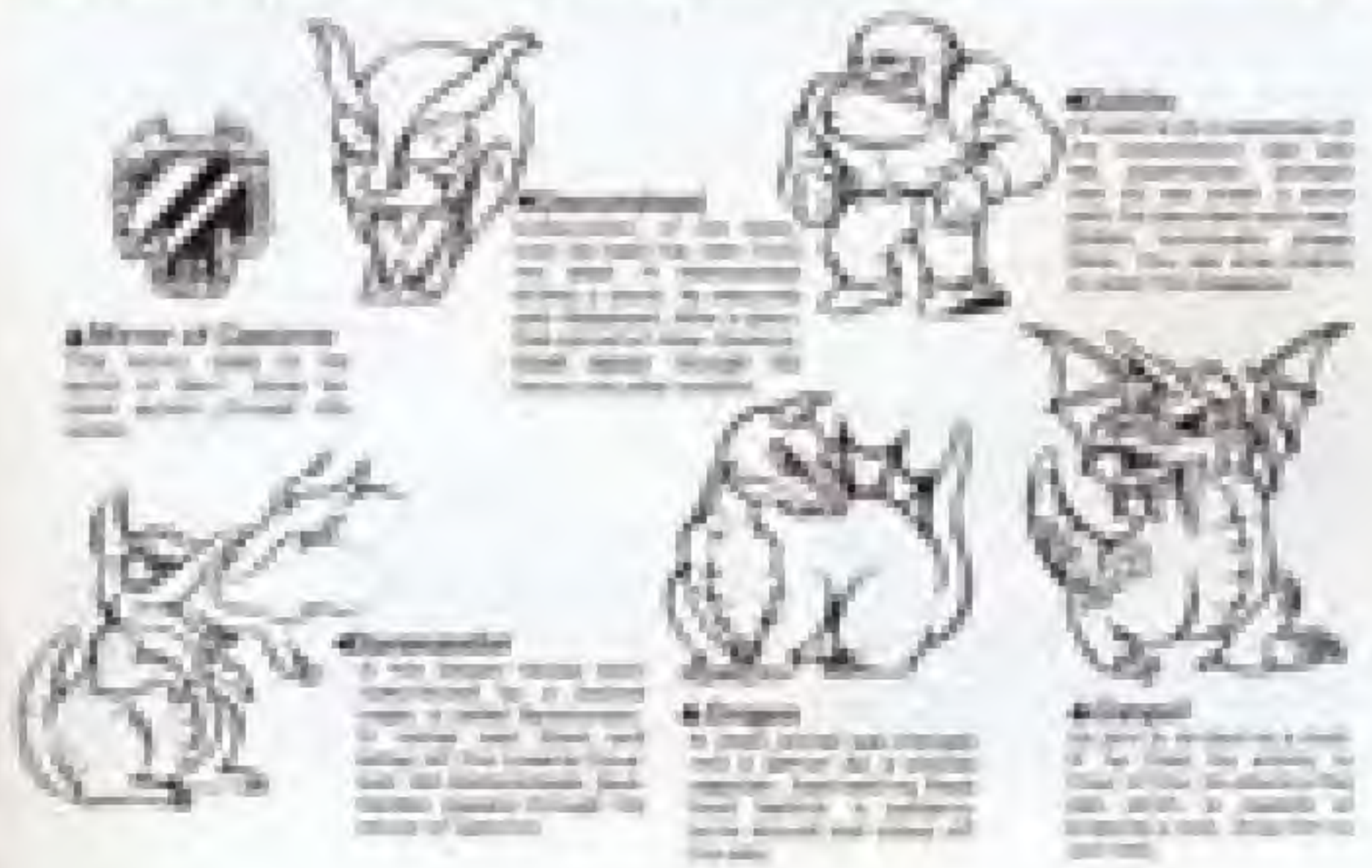
**Renewable Energy**  
 Solar, wind, and hydroelectric power are becoming more efficient and cost-effective, reducing our reliance on fossil fuels.



**Biotechnology**  
 Genetic engineering and CRISPR technology are revolutionizing medicine and agriculture.



## 5. DEMONS AND BUSHING DATA



**AI Integration**  
 AI is being used to analyze large amounts of data and make predictions.

**Data Security**  
 Protecting sensitive information from cyber threats is a top priority.

**Global Connectivity**  
 The internet and mobile devices have made it easier than ever to connect with people around the world.

**Space Colonization**  
 Establishing permanent human settlements on other planets is a long-term goal.

**Energy Transition**  
 Moving from fossil fuels to renewable energy sources is essential for a sustainable future.

**Genetic Engineering**  
 Advances in biotechnology are opening up new possibilities for curing diseases and improving crops.



**• The Afro**  
 This character is a member of the Afro tribe, which is known for its large, bushy hairstyles. He is a member of the Afro tribe, which is known for its large, bushy hairstyles.



**• The Staff**  
 This character is a member of the Afro tribe, which is known for its large, bushy hairstyles. He is a member of the Afro tribe, which is known for its large, bushy hairstyles.



**• The Round Object**  
 This character is a member of the Afro tribe, which is known for its large, bushy hairstyles. He is a member of the Afro tribe, which is known for its large, bushy hairstyles.



**• The Staff**  
 This character is a member of the Afro tribe, which is known for its large, bushy hairstyles. He is a member of the Afro tribe, which is known for its large, bushy hairstyles.



**• The Staff**  
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## 6. EPILOGUE

The characters are all of the same age. Follow some of them here, some below.

### Epilogue

It is now time that the character is attacked by demons and that the forces will be able to see the end of the world and the end of the world.

### Mystery of the Mountain's Key

It is said that they speak for "The Mountain" and "The Mountain" and that they will be the greatest thing in the world and that they will be the greatest thing in the world. They will be the greatest thing in the world. They will be the greatest thing in the world. They will be the greatest thing in the world.

### The prince of all the forces

The prince of all the forces is a man of a great mind and a great heart. He is a man of a great mind and a great heart. He is a man of a great mind and a great heart. He is a man of a great mind and a great heart.





## 7. GAME DEVIATION VALUE (G.D.V.)

Your game deviation value is displayed on the screen when the game is either over, or you finish the game to its end. This method of evaluation is specifically made so that your abilities are properly analyzed and synthetically computed. Ability estimation in terms of only score has fallen behind the times. G.D.V. permits simultaneous estimation of various techniques besides common play scores.

What on earth is the ultimate game deviation value?  
How about you? Do you understand this advanced concept?

This instruction manual does not explain everything about "Solomon's Key". It leaves much to be devised by you. Try to find your own creative techniques to get a high deviation value. There is no alternative but to make every effort in order to get satisfactory results. We hope you will succeed. Even if you call us to ask for answers, we make it a rule not to tell all our secrets... You must develop your game skills on your own!

## 90-DAY LIMITED WARRANTY TECMO GAME PANS

### Basic Limited Warranty

This limited warranty covers the original purchaser of this game. It is not valid if the game is damaged, altered, or modified in any way. It is not valid if the game is used for commercial purposes. It is not valid if the game is used for any other purpose. It is not valid if the game is used for any other purpose. It is not valid if the game is used for any other purpose.

### Exclusions

1. This warranty does not cover any damage to the game caused by fire, flood, or other natural disasters.
2. This warranty does not cover any damage to the game caused by the use of unauthorized software or hardware.
3. This warranty does not cover any damage to the game caused by the use of unauthorized software or hardware.

For more information, please contact Tecmo Game Pans at 1-800-828-8888.

This warranty is void if the game has been altered, modified, or damaged in any way. It is not valid if the game is used for commercial purposes. It is not valid if the game is used for any other purpose. It is not valid if the game is used for any other purpose.

### LIMITS AFTER EXPIRATION OF WARRANTY

This warranty is void if the game has been altered, modified, or damaged in any way. It is not valid if the game is used for commercial purposes. It is not valid if the game is used for any other purpose. It is not valid if the game is used for any other purpose.

### WARRANTY LIMITATIONS

This warranty is void if the game has been altered, modified, or damaged in any way. It is not valid if the game is used for commercial purposes. It is not valid if the game is used for any other purpose. It is not valid if the game is used for any other purpose.

## COMPLIANCE WITH FCC REGULATIONS

The equipment generated and used radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device as prescribed with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If any equipment does cause such trouble to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Reorient the equipment with respect to the receiver.
- Move the equipment away from the receiver.
- Plug the equipment into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

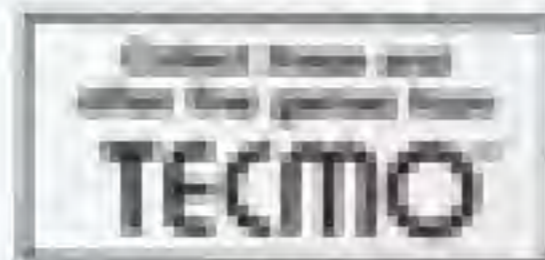
*How to Identify and Reduce Radio Interference* - By Frederick Peterson

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock No. 354-002/002-40-4

## SPECIAL BONUS OFFER

Collect the TECMO Game and I.D. Badges for SOLIDARITY DAY and soon! When you've collected a total 5 TECMO game and I.D. Badges, you can stick them with the enclosed stub on and mail to us TECMO in order to receive Special Bonus offer - It will be a gift you will love to share with your family and friends! For more information contact the TECMO, Inc., "Computer Division Division", 10000 10th Street

MAIL DIRECTLY TO TECMO, INC.  
ADDRESS LISTED  
BELOW



MAIL TO:

TECMO, INC.  
10000 10th Street  
DENVER, CO 80201

Note: The mail will direct your name and address on the enclosed and you must return it by postmarking and mail together with STICK ON LABEL, in order to receive a special gift properly.

OFFICIAL I.D. BADGE

